

SpaceMaster X-7™



Games of the Century™

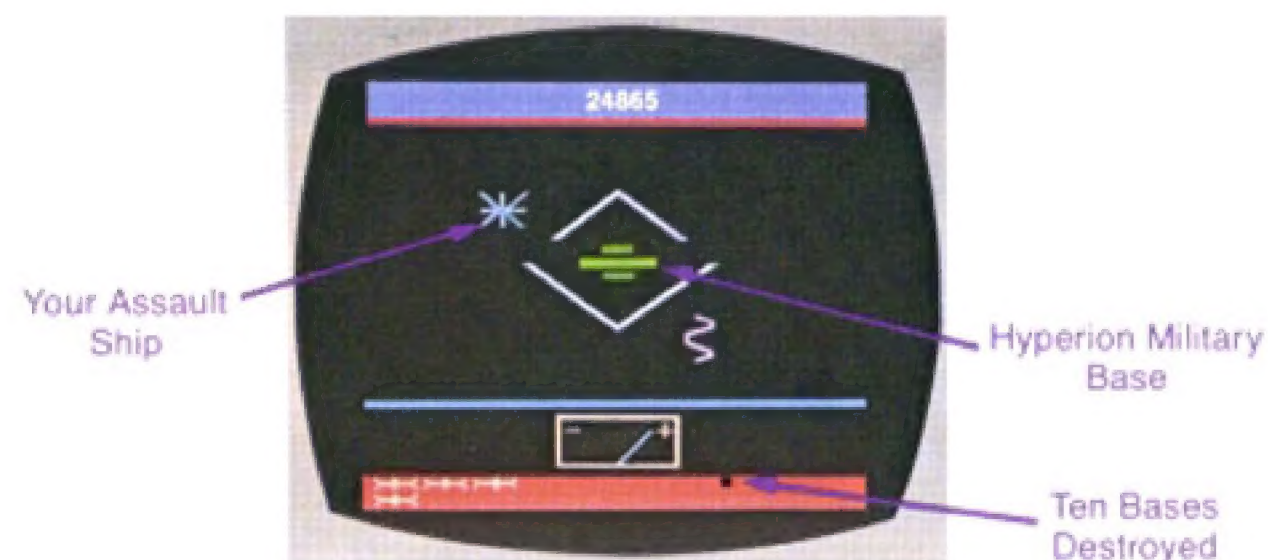


Game Instructions
Games of the Century™

SPACE MASTER X-7™

TO SET UP:

Set up your video computer system and left joystick controller as instructed in your game system owner's manual. Turn the power OFF. Insert the game cartridge and then turn the power ON. The Difficulty Switches and Game Select Level are not used. You can use the Color/B-W Lever to pause the game at any time during play. Flip the Color/B-W Lever back or press the joystick button to resume play. Press the Reset Lever or the joystick button to head into deep space and battle the evil Hyperion Empire.



THE CONTROLS:

Your Assault Ship was specially designed to destroy Hyperion Military Bases. Assault Ship movement is controlled by tilting the joystick. Missiles are fired from your unlimited supply of ammunition by pressing the joystick button. Your ship will not move while the button is pressed, a helpful feature for firing from inside the Hyperion Base's Force Field.

THE OBJECTIVE:

Your mission is to destroy as many Hyperion Military Bases as possible. You can fire missiles through the gaps in the Force Field or from inside the Force Field. If you are able to sneak inside, you must quickly destroy the Base before the Force Field closes in on your Assault Ship. This is no easy task! The Base can construct electrifying Shields during battle and is protected by a variety of deadly defenders. If you are able to avoid all of them, you will be truly deserving of the title Space Master X-7.

SCREEN DISPLAY:

Your current score is shown at the top of the screen. The battle takes place in the center of the screen. The number of your Assault Ships remaining is shown in the lower left corner of the screen. Only 9 Ships can be displayed at once, but you can earn even more! The number of Hyperion Bases destroyed is shown in the lower right corner. Each white mark represents one Base destroyed. Each black mark represents ten Bases destroyed. Although only 39 Bases destroyed can be shown, you can keep on blasting Bases for as long as you like!

The Energy Meter in the bottom center of the screen registers the flow of energy from the Hyperion Base.

HYPERION MILITARY BASES:

Each time one of your missiles hits the Hyperion Base, the Base loses energy. When the energy level on the Energy Meter registers "--", the Base will explode. Direct hits from a steady stream of your missiles will finish off a Hyperion Base in seconds.


FORCE FIELD:


The Hyperion Base is protected by a pulsing Force Field. To get close to the Base, you must fly your Assault Ship through one of the openings in this Force Field. If you accidentally hit the Force Field with a missile, the Hyperion Base will GAIN energy. If you fly your Assault Ship into the Force Field, you will lose the Ship.




HYPERION DEFENDERS:


Various Hyperion weapons and war craft will come to the defense of the Base during the battle. Some are mindless projectiles and others contain sophisticated tracking systems.

 FIREBALLS shoot straight out of the Base in random directions.

 HEAT SEEKERS will try to ram your Assault Ship. If you trick them into flying off the edge of the screen, they will not reappear.

 BOUNCERS bounce randomly about space.

 WANDERERS wander aimlessly through space.

 HOMERS home in on your Assault Ship. Unlike Fireballs and Heat-seekers, Homers will chase after you again and again.



SHIELDS:

At the higher levels of play, the Base will begin to construct Shields. The Shields will continue to grow as long as the Base's energy level is on the " + " side of the Energy Meter. When the energy level drops to the " - " side, the Base will begin to remove parts of the Shields and re-absorb their energy. Missiles have no effect on the Shields, but if you accidentally fly into a Shield, you will lose a Ship.

SCORING:

- FIREBALL = 25 Points
- HEAT SEEKER = 100 Points
- BOUNCER = 50 Points
- WANDERER = 200 Points
- HOMER = 400 Points
- BASE HIT = 25 Points per hit
- BASE DESTROYED = 1000 Points each for the first four Bases
2000 Points for the next four Bases, and so on.

You begin each game with five Assault Ships, four in reserve and one in play. Bonus Ships are awarded for every second Hyperion Base destroyed and after every 10,000 Points.

LEVELS OF DIFFICULTY:

Space Master X-7 gets more and more challenging as you continue to play. The battle gets faster, the Defenders get more deadly and the Base builds additional Shield protection at a more rapid rate.

HITS FROM DAVID LUBAR . . .

Watch to see which type of defense weapon is forming within the Base. Each acts differently and requires a different strategy.

On the higher levels, avoid the area where the Shields will appear first. Otherwise, you could get hit with no warning.

When moving through the Force Field, try to fly directly toward the base, then fire when you are almost touching it. As soon as you hit the button, you will stop moving.

At very high levels take your time and hit the Base from outside the Field until the energy level drops and the outer Shields are absorbed.

MASTER BLASTERS

Name	Bases Destroyed	Score

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